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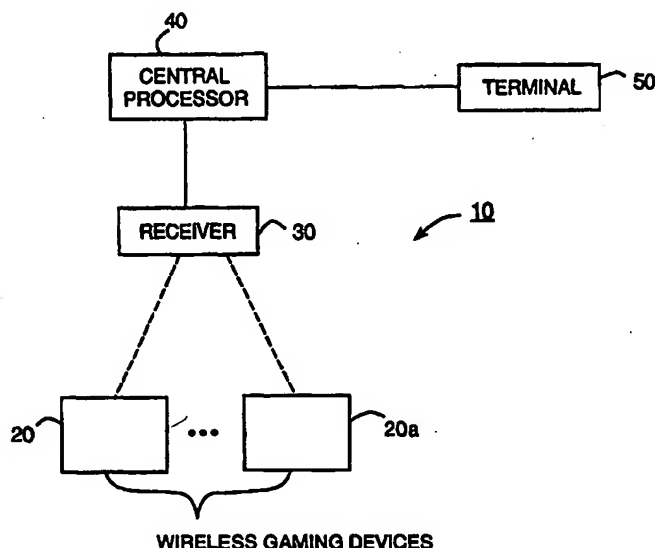
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(71) Applicant: GAMESCAPE, INC. [US/US]; 2006 Nooseneck Hill Road, Coventry, RI 02816 (US).  
(72) Inventor: ANGELL, Robert, C.; 19 Parkside Drive, West Greenwich, RI 02817 (US).  
(74) Agents: WINCHESTER, Charles, C. et al.; Fish & Richardson P.C., 225 Franklin Street, Boston, MA 02110-2804 (US).

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(54) Title: WIRELESS INTERACTIVE GAMING SYSTEM



(57) Abstract

A system and method for playing a wagering game using a wireless gaming device (20) which includes an identification code (38), wager entry apparatus for entering a wager amount (22, 24) and a transmitter (42). A receiver (30) receives the identification code (38) and the wager amount transmitted by the transmitter (42) of the wireless gaming device (20). A processor (40) in communication with the receiver (30) establishes and stores a player's account corresponding to the identification code (38) and deducts the wager amount from the player's account based on the identification code (38). The system and method further includes terminals (50).

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WIRELESS INTERACTIVE GAMING SYSTEMBackground of the Invention

This invention relates to an interactive gaming  
5 system, and in particular, a system which is operated by  
a wireless gaming device.

A typical casino-type game involves making a wager  
that a particular gaming event will occur, e.g., that a  
particular element from a set of numbers will be  
10 selected. In such a game, the payout or monetary prize  
awarded to a winning player usually depends on the amount  
of the player's wager and the probability that the event  
will occur.

Various games have been developed that require or  
15 permit interaction between the game and the game's  
players in a gaming or casino environment. Such  
interaction should be simple and uninhibited from the  
players' point of view, and cost effective for the gaming  
establishment. Since wagers and prizes can reach up to  
20 hundreds of thousands of dollars for many casino-type  
wagering games, players must have confidence in the  
integrity and reliability of such an interactive gaming  
system.

Summary of the Invention

25 In general, in one aspect, the invention features  
a system for playing a wagering game. A wireless gaming  
device includes an identification code, wager entry  
apparatus for entering a wager amount, and a transmitter.  
A receiver receives the identification code and the wager  
30 amount transmitted by the transmitter of the wireless  
gaming device. A processor in communication with the  
receiver establishes and stores a player's account  
corresponding to the identification code and deducts the  
wager amount from the player's account based on the  
35 identification code.

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Implementations of the invention may also include one or more of the following features. The wireless gaming device may be a hand-held device.

The wager entry apparatus may include keys. The  
5 wireless gaming device may include a smart card reader for entering wager data.

The system may include an identifier corresponding to the identification code affixed to the wireless gaming device. The identifier may be a bar code or a magnetic  
10 stripe. The wireless gaming device may include an electronically programmable read only memory for storing an identifier corresponding to the identification code.

The system may also include an encryption key to encrypt the identification code and wager amount prior to  
15 transmission and to decrypt the identification code and wager amount after being received by the receiver. The wireless gaming device may include an identifying circuit to periodically send an identification signal to the receiver. The wireless gaming device may include a  
20 device receiver and a device display for displaying information received by the wireless gaming device. The processor may include a database for storing the player's account.

The system may include a wagering terminal in  
25 communication with the processor for processing wagering transactions. The wagering terminal may include a bar code reader, a magnetic stripe reader, or a keyboard.

The system may include a display device for displaying a status of the player's account. The  
30 wireless transmission may be by radio frequency signals or infrared signals.

In general, in another aspect, the invention features a method of playing a wagering game using a wireless gaming device associated with a player's  
35 account. A wireless gaming device including an

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identification code and wager entry apparatus for entering a wager amount is provided. The wager amount is entered into the wireless gaming device. The identification code and the wager amount are transmitted  
5 by wireless transmission to place a wager on the game.

Implementations of the invention may also include one or more of the following features. The wager amount may be subtracted from the player's account. A prize award may be added to the player's account when the  
10 player wins the game. Odds for the game may be calculated during play of the game. A status of the player's account may be displayed. The wireless transmission may be by radio frequency signals or infrared signals.

15 In general, in another aspect, the invention features a wireless gaming device for transmitting a wager to a receiver. A memory stores an identification code. A wager entry apparatus is used for entering a wager amount. A transmitter converts the wager amount  
20 and the identification code into a signal for wireless transmission to the receiver.

Implementations of the invention may also include one or more of the following features. The wager enter apparatus may include keys. The wireless transmission  
25 may be by radio frequency signals or infrared signals.

The wireless gaming device may include an encryption key to encrypt the identification code and wager amount prior to transmission. The identification code may be stored in the memory in a digital format.

30 The wireless gaming device may be a hand-held device. The wireless gaming device may include a smart card reader for entering wager data.

The wireless gaming device may include an identifier corresponding to the identification code  
35 affixed to the wireless gaming device. The identifier

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may be a bar code or a magnetic stripe. The wireless gaming device may also include an electronically programmable read only memory for storing an identifier corresponding to the identification code.

5           The wireless gaming device may include an identifying circuit to periodically send an identification signal to the receiver. The wireless gaming device may include a device receiver and a device display for displaying information received by the  
10 wireless gaming device. The displayed information may relate to a player's account.

          The interactive gaming system of the present invention has the advantage of providing players with a simple and straightforward way to place wagers in a  
15 gaming environment.

          The interactive gaming system of the present invention has the additional advantage of allowing players to place wagers in a gaming environment using a wireless gaming device.

20           The interactive gaming system of the present invention has the additional advantage that players can obtain confirmations of wagers and prizes while they are playing the game.

          The interactive gaming system of the present  
25 invention has the further advantage of providing a system in which the total cost of the components of the system is low. This advantage is particularly important where a large number of players must be able to interact with the same game. For example, for a typical lottery game,  
30 players may number in the tens to hundreds of thousands.

          Other features and advantages of the invention will become apparent from the following detailed description, and from the claims.

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Brief Description of the Drawings

Fig. 1 is a diagrammatic sketch of an interactive gaming system of the present invention.

Fig. 2 is a diagrammatic sketch of the wireless gaming device of the present invention.

Fig. 3 is a diagrammatic sketch of the receiver of the present invention.

Fig. 4 is a diagrammatic sketch of the central processor of the present invention.

Fig. 5 is a chart showing the impact of various wagering activities on a player's account.

Fig. 6 is a diagrammatic sketch of the terminal of the present invention.

Fig. 7 is a somewhat diagrammatic view of an account balance display of the present invention.

Fig. 8 is a flow chart showing how a player establishes an account to play a game with a wireless gaming device.

Fig. 9 is a flow chart showing how a player places a wager using a wireless gaming device.

Fig. 10 is a flow chart showing how a player closes an account associated with a wireless gaming device.

Description of the Preferred Embodiments

As shown in Fig. 1, a wireless interactive gaming system 10 includes one or more wireless gaming devices 20...20a, a receiver 30, and a central processor 40. Wireless interactive gaming system 10 may also include a terminal 50 which is in communication with central processor 40.

In a gaming environment that employs system 10, a player receives wireless gaming device 20 from a game officiant who represents a gaming establishment or the "house". Wireless gaming device 20 is capable of receiving wager information input by the player and

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transmitting the received wager information along with identification information to receiver 30 by wireless transmission.

Fig. 2 shows the components of wireless gaming device 20. Device 20 may be any size apparatus that includes these components. Device 20 is preferably a hand-held device that can be carried by a player throughout the gaming establishment.

A player inputs information into wireless gaming device 20, e.g., by pressing push buttons or keys 22 on device 20. Device 20 may include any number, e.g. from 5 to 20, of buttons 22 in a keypad-type arrangement. Buttons 22 may be marked with the digits 0 through 9 and may also include a "\$" (dollar sign) key and an "enter" key, so that the player may easily input wager information. Alternately, the player can input some or all of the wager information into device 20 by swiping a smart card 24, which contains a microprocessor chip or a magnetic stripe with encoded information, through a smart card reader 26 on device 20.

Wireless gaming device 20 may include an identifier 28. Identifier 28 may be, e.g., a series of alphanumeric characters, a bar code, or a magnetic stripe affixed to device 20. Alternately, identifier 28 may be a digital code stored in a secure memory, e.g., an electronically programmable read only memory (EPROM) 34. Identifier 28 is thus readable directly by the game officiant if it is a series of alphanumeric characters, or it may be read automatically by a bar code reader 56 or a magnetic stripe reader 58, or through a port 84 connected to encoder and decoder circuitry 82 in terminal 50 (Fig. 6) which may be placed in direct communication with EPROM 34 of device 20.

Wireless gaming device 20 may store an encryption key 32. Encryption key 32 is used to encrypt information



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that is transmitted to receiver 30 from device 20. Encryption of the information transmitted to receiver 30 limits tampering with device 20 and prevents unauthorized or counterfeit devices from being used with system 10.

5       Encryption key 32 is preferably stored in EPROM 34. EPROM 34 has the advantage of being a memory device which is difficult to access if the appropriate encoding circuitry is not available. Thus, it is contemplated that the encoding circuitry that downloads encryption key  
10 32 into device 20 will be securely held by the game officiant.

Alternately, encryption key 32 stored in EPROM 34 may be updated and changed for each player who receives wireless gaming device 20 by directly connecting device  
15 20 to encoding and decoding circuitry 82 in terminal 50 through port 84 at the time device 20 is delivered to the player (Fig. 6). Moreover, other digital information related to the game being played may be downloaded from terminal 50 to EPROM 34 through the direct connection  
20 with device 20.

A microprocessor 36 controls the operation of wireless gaming device 20. Microprocessor 36 receives digital wager information 39 entered by the player using buttons 22. Microprocessor 32 stores an identification  
25 code 38 associated with device 20 that is a digital equivalent of identifier 28. Microprocessor 32 also executes software applications for encrypting identification code 38 and the player's wager information 39 for transmission to receiver 30. The software  
30 contains an algorithm that encrypts a data packet including identification code 38 and wager information 39 using encryption key 32.

Wireless gaming device 20 includes a transmitter 42. Transmitter 42 receives encrypted digital  
35 information from microprocessor 36 and converts it to a

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signal for wireless transmission to receiver 30.

Transmitter 42 transmits signals wirelessly, e.g., using radio frequency signals or infrared signals. Various techniques for such cordless transmission of signals are  
5 known.

Wireless gaming device 20 may include an identifying circuit 44 that drives transmitter 42 to periodically send an identification signal to receiver 30. The use of identifying circuit 44 permits receiver  
10 30 and central processor 40 to be assured that device 20 is still active, functioning and present in the gaming establishment. Thus, if device 20 were removed from the gaming establishment, receiver 30 and central processor 40 would no longer receive and detect the periodic  
15 identification signal sent by identifying circuit 44 and transmitter 42, and the game officiant may be alerted that device 20 has been removed from the gaming establishment.

Wireless gaming device 20 may contain a real-time  
20 clock 46 that permits microprocessor 36 to monitor the current time and date. Clock 46 may consist of a timing circuit. Microprocessor 36 can use the time and date information obtained from clock 46 to perform calculations and other functions based on the current  
25 time and date.

Wireless gaming device 20 may also include a tag 48, such as an electronic or magnetic component, which activates an alarm when passed through a sensing apparatus located at the entrance and/or exit of the  
30 gaming establishment. Activation of the alarm by passing device 20 with tag 48 through the sensing apparatus notifies the game officiant of an attempted removal of device 20 from the gaming establishment.

Wireless gaming device 20 may be powered by a  
35 battery source 52 contained within device 20. A portable

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power source such as battery source 52 permits extended cordless operation of device 20 throughout a gaming environment. Battery source 52 may be part of a battery pack that allows device 20 to be recharged when it is not  
5 in use.

In one embodiment, wireless gaming device 20 displays information on a device display 21. Device 20 may include a display receiver 23 which receives digital information transmitted from receiver 30 or from central  
10 processor 40.

Receiver 30 is capable of receiving signals transmitted from transmitter 42 in device 20. As shown in Fig. 3, receiver 30 contains a decoder 54, which converts the received signals, e.g., into digital  
15 information. This digital information contains at least identification code 38 and the player's wager information 39. Receiver 30 sends the digital information obtained by decoder 54 to central processor 40.

Receiver 30 can receive signals from many wireless  
20 devices either simultaneously or in rapid succession, e.g., using multiplexing techniques, so that many players can place wagers using their wireless gaming devices 20 during a short time interval. Receiver 30 differentiates signals received from the various devices by the  
25 identification codes which are present in the signals received by receiver 30.

Central processor 40 receives identification code 38 and the player's wager information 39 from receiver 30. Central processor 40 also decrypts this information  
30 using encryption key 32.

As shown in Fig. 4, an account for the player is stored in a database 64 of central processor 40. Database 64 stores the monetary value of the balance of the account associated with identifier 28 of wireless  
35 gaming device 20.

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Central processor 40 manages the player's account in database 64 based on signals received from the player's wireless gaming device 20 as the player places wagers and when prizes are awarded during play of the game. Central processor 40 subtracts money from the player's account balance when the player places a wager. The player's account balance may be automatically increased by central processor 40 when the player wins a game on which he has placed a wager.

Central processor 40 also stores and is capable of executing software applications containing algorithms to calculate players' account balances, wagers, and winnings. Central processor 40 should be able to execute all of the algorithms which define the actions performed on the players' accounts during the progress of the game, as wagers are entered, as winnings paid out, and when funds are added to the players' accounts.

Algorithms in the software in central processor 40 may also calculate odds and payouts for certain games, such as lottery-type games, during play of the game. The odds and payouts at a particular point in time may depend on the characteristics of the game being conducted by central processor 40, and may change as the game progresses. These algorithms may be executed by central processor 40 to provide exact calculations of the odds of specific game events occurring and the associated prizes for a player's correctly predicting the occurrence of one of those events. The algorithms may be executed continuously, so that real-time odds and payout can be calculated as the game progresses.

Fig. 5 shows the actions that may be performed on players' accounts by central processor 40, and their impact on the accounts. For example, if the player wins a game, his account is credited for the payout based on his wager. If the player places a wager using wireless

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gaming device 20, his account is debited by the amount of the wager. If the game officiant receives additional funds from the player, the balance of the player's account is credited by the amount of the funds. If the  
5 game officiant closes the player's account and disburses funds to him, the balance of the player's account is debited by the amount disbursed.

Central processor 40 may be located in the gaming establishment that houses receiver 30. Alternately,  
10 central processor 40 may be located remotely from receiver 30, communicating with receiver 30 via electronic digital telephone communication or wireless transmission. Additionally, central processor 40 may perform a multitude of functions for various receivers in  
15 a variety of gaming environments.

Using terminal 50, the game officiant may process wagering transactions and distribute wireless gaming devices such as wireless gaming device 20. As shown in Fig. 6, terminal 50 may include a bar code reader 56  
20 and/or a magnetic stripe reader 58 for rapid entry of the identifier 28 of device 20 prior to delivering device 20 to the player. Reading devices 56 and 58 provides information in the form of digital data to terminal 50. Terminal 50 includes a keyboard 62 by which the game  
25 officiant can manually enter data to be sent to central processor 40. Using either reading device 56 or 58, keyboard 62, or a combination of these, the game officiant communicates with central processor 40 to establish a player's account, increase the balance of the  
30 account when the player tenders funds to the game officiant, and decrease the balance of the account when the player seeks to collect the cash value of his account balance.

The player establishes a balance of the account  
35 associated with his wireless gaming device 20, identified

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by identifier 28, when he receives device 20 from the game officiant. The player may increase the monetary value of the balance of the account by paying additional funds, in the form of cash or credit, to the game  
5 officiant, who accesses the account stored in central processor 40 through terminal 50 to increase the balance of the account.

Device 20 is returned to the game officiant after the player has played one or more games. Readers 56 and  
10 58 may be used to read identifier 28 for closing out the player's account stored in database 64 of central processor 40. Terminal 50 includes a terminal display 68 which notifies the game officiant of the balance of the player's account, so that the player may be paid the cash  
15 value of the remaining balance of his account.

In one embodiment, an account status display device 70 is located in the gaming establishment to display players' account information. As shown in Fig. 7, display device 70 may be, e.g., a liquid crystal  
20 display or a cathode ray tube display. Display device 70 is controlled by central processor 40, which sends information to display device 70 for display to the players.

A player may look at display device 70 to confirm  
25 that wagers transmitted from wireless gaming device 20 were received by receiver 30 and sent to central processor 40, to determine the monetary balance of the player's account, and to verify that the player's winnings have been credited to his account. Display  
30 device 70 displays key information necessary for a player to participate in a game. The information displayed for each player may include the account number (which corresponds to identifier 28), the player's account balance, the player's last wager, and the player's last  
35 prize award or win.

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Display device 70 is divided into specific areas, e.g., display area 72, each area showing the account information for one player. The size of display area 72 may be determined by the size of display device 70 and  
5 the number of players who possess wireless display devices. It is contemplated that only active accounts will be displayed on display device 70. If additional display devices are required to display the information concerning a large number of accounts, central processor  
10 40 may be configured to drive multiple similar display devices.

Display device 70 may also be used to display the odds 74 and payouts 76 for game wagers. Alternately, a separate display device driven by central processor 40  
15 may be used to display the odds 74 and payout 76 information. Further, the odds 74 and payouts 76 may be displayed on device display 21 (Fig. 2).

Figs. 8 through 10 show an exemplary procedure 100 for using wireless interactive gaming system 10. As seen  
20 in Fig. 8, a player tenders money in the form of cash or credit, e.g., \$100, to a game officiant in the gaming establishment to establish an account (step 102). The game officiant chooses a wireless gaming device 20 and uses, e.g., bar code reader 56 on terminal 50 to enter  
25 identifier 28 into terminal 50 (step 104). The game officiant also inputs the amount of money tendered, i.e. \$100, into terminal 50 via keyboard 62 (step 106). The game officiant hands wireless gaming device 20 to the player and tells the player that his account is, e.g.,  
30 Account No. 12 (step 108). Alternately, the player may identify his account number directly from identifier 28 on device 20. The information entered by the game officiant into terminal 50 is sent to central processor 40 (step 110), which establishes an account record for  
35 the player in database 64 (step 112).

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For this example, central processor 40 may be conducting a racing game in which players choose a winning racing element on which to place a wager for the next racing game to be displayed in the gaming establishment. To place a wager, the player presses buttons 22 on wireless gaming device 20 (step 120), as shown in Fig. 9.

In one embodiment, the player first presses the button that corresponds to the number assigned to the racing element that he chooses, e.g., "3", and then the wager amount, e.g., "\$" and "5", for a \$5 wager. The player then presses the "enter" key to transmit his wager to central processor 40.

In an alternate embodiment, the game may be simplified so that all wagers are placed for a fixed amount, e.g., \$1, by pressing a single button on wireless gaming device 20. By pressing the button that corresponds to the number assigned to the chosen racing element, e.g., "3", the player places a \$1 bet on racing element number 3. The player can then place a larger wager on racing element number 3, by pressing the "3" button the number of times corresponding to the number of \$1 bets he desires to make, e.g., by pressing "3" five times to wager \$5 on racing element number 3.

Each time the player enters a wager, wireless gaming device 20 forms a data packet containing the player's wager information 39 and identification code 38 of device 20 (step 122). The data packet is encrypted (step 124) and transmitted by transmitter 42 via wireless communication (step 126).

Decoder 54 in receiver 30 receives the encrypted data packet transmitted by transmitter 42 (step 128). The encrypted data packet is sent to central processor 40 (step 130), where it is decrypted (step 132). Central processor 40 uses the information it has obtains to



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update the player's account in database 64 by subtracting the wagered amount from the player's account balance (step 134) and registers the player's wager on the game (step 136).

- 5           After the game has been played, central processor 40 awards prizes to winning players based on the wagers they have made and the odds associated with the winning outcome of the game (step 138). If the player in possession of wireless gaming device 20 is a winner,
- 10   central computer 40 updates the player's account in database 64 by adding the monetary amount of the prize to the player's account balance (step 140). Otherwise, the player's account remains unchanged (step 142).

- The player may repeat steps 120-142 to place
- 15   wagers on subsequent games played in the gaming establishment (step 144). Moreover, the player may check on his account balance and the amount of his wagers by referring to display device 70 or device display 21 (step 146).

- 20           As shown in Fig. 10, when the player has finished playing games in the gaming establishment, he returns wireless gaming device 20 to the game officiant (step 160). The game officiant again inputs identifier 28 into terminal 50, e.g., by using bar code reader 56 (step
- 25   162). Terminal 50 accesses the player's account information stored in database 64 of central processor 40 to obtain the player's remaining account balance (step 164). Terminal display 68 displays the player's remaining account balance to the game officiant (step
- 30   166), who then tenders the monetary value of that amount to the player (step 168). The account is closed, and the transaction is recorded in central processor 40 (step 170).

- Other embodiments are within the scope of the
- 35   following claims.

What is claimed is:

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1. A system for playing a wagering game,  
comprising:

a wireless gaming device comprising an  
identification code, wager entry apparatus for entering a  
5 wager amount, and a transmitter;

a receiver for receiving the identification code  
and the wager amount transmitted by the transmitter of  
the wireless gaming device; and

a processor in communication with the receiver for  
10 establishing and storing a player's account corresponding  
to the identification code and for deducting the wager  
amount from the player's account based on the  
identification code.

2. The system of claim 1 wherein the wireless  
15 gaming device is a hand-held device.

3. The system of claim 1 wherein the wager entry  
apparatus comprises keys.

4. The system of claim 1 wherein the wireless  
gaming device further comprises a smart card reader for  
20 entering wager data.

5. The system of claim 1 further comprising an  
identifier corresponding to the identification code  
affixed to the wireless gaming device.

6. The system of claim 5 wherein the identifier  
25 is a bar code.

7. The system of claim 5 wherein the identifier  
is a magnetic stripe.

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8. The system of claim 1 wherein the wireless gaming device further comprises an electronically programmable read only memory for storing an identifier corresponding to the identification code.

5           9. The system of claim 1 further comprising an encryption key to encrypt the identification code and the wager amount prior to transmission and to decrypt the identification code and wager amount after being received by the receiver.

10           10. The system of claim 1 wherein the wireless gaming device further comprises an identifying circuit to periodically send an identification signal to the receiver.

15           11. The system of claim 1 wherein the wireless gaming device further comprises a device receiver and a device display for displaying information received by the wireless gaming device.

20           12. The system of claim 1 wherein the processor further comprises a database for storing the player's account.

13. The system of claim 1 further comprising a wagering terminal in communication with the processor for processing wagering transactions.

25           14. The system of claim 13 wherein the wagering terminal comprises a bar code reader.

15. The system of claim 13 wherein the wagering terminal comprises a magnetic stripe reader.

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16. The system of claim 13 wherein the wagering terminal comprises a keyboard.

17. The system of claim 1 further comprising a display device for displaying a status of the player's  
5 account.

18. The system of claim 1 wherein the wireless transmission is by radio frequency signals.

19. The system of claim 1 wherein the wireless transmission is by infrared signals.

10 20. A method of playing a wagering game using a wireless gaming device associated with a player's account, comprising:  
providing the wireless gaming device comprising an identification code and wager entry apparatus for  
15 entering a wager amount;  
entering the wager amount into the wireless gaming device; and  
transmitting by wireless transmission the identification code and the wager amount to place a wager  
20 on the game.

21. The method of claim 20 further comprising subtracting the wager amount from the player's account.

22. The method of claim 20 further comprising adding a prize award to the player's account when the  
25 player wins the game.

23. The method of claim 20 further comprising calculating odds for the game during play of the game.

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24. The method of claim 20 further comprising displaying a status of the player's account.

25. The method of claim 20 wherein the wireless transmission is by radio frequency signals.

5           26. The method of claim 20 wherein the wireless transmission is by infrared signals.

27. A wireless gaming device for transmitting a wager to a receiver, comprising:  
a memory for storing an identification code;  
10           wager entry apparatus for entering a wager amount;  
a transmitter for converting the wager amount and the identification code into a signal for wireless transmission to the receiver.

28. The wireless gaming device of claim 27  
15 wherein the wager enter apparatus comprises keys.

29. The wireless gaming device of claim 27 wherein the wireless transmission is by radio frequency signals.

30. The wireless gaming device of claim 27  
20 wherein the wireless transmission is by infrared signals.

31. The wireless gaming device of claim 27 further comprising an encryption key to encrypt the identification code and the wager amount prior to transmission.

25           32. The wireless gaming device of claim 27 wherein the identification code is stored in the memory in a digital format.

- 20 -

33. The wireless gaming device of claim 27 wherein the wireless gaming device is a hand-held device.

34. The wireless gaming device of claim 27 further comprising a smart card reader for entering wager  
5 data.

35. The wireless gaming device of claim 27 further comprising an identifier corresponding to the identification code affixed to the wireless gaming device.

10 36. The wireless gaming device of claim 35 wherein the identifier is a bar code.

37. The wireless gaming device of claim 35 wherein the identifier is a magnetic stripe.

38. The wireless gaming device of claim 27  
15 further comprising an electronically programmable read only memory for storing an identifier corresponding to the identification code.

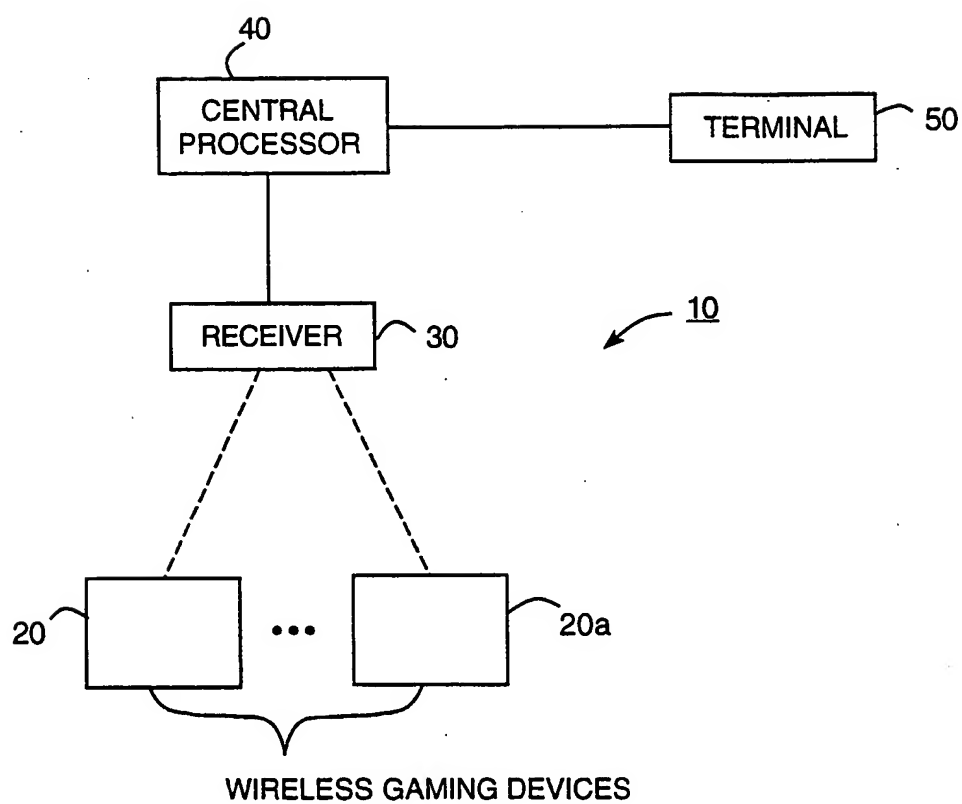
39. The wireless gaming device of claim 27 further comprising an identifying circuit to periodically  
20 send an identification signal to the receiver.

40. The wireless gaming device of claim 27 further comprising a device receiver and a device display for displaying information received by the wireless gaming device.

25 41. The wireless gaming device of claim 40 wherein the displayed information relates to a player's account.

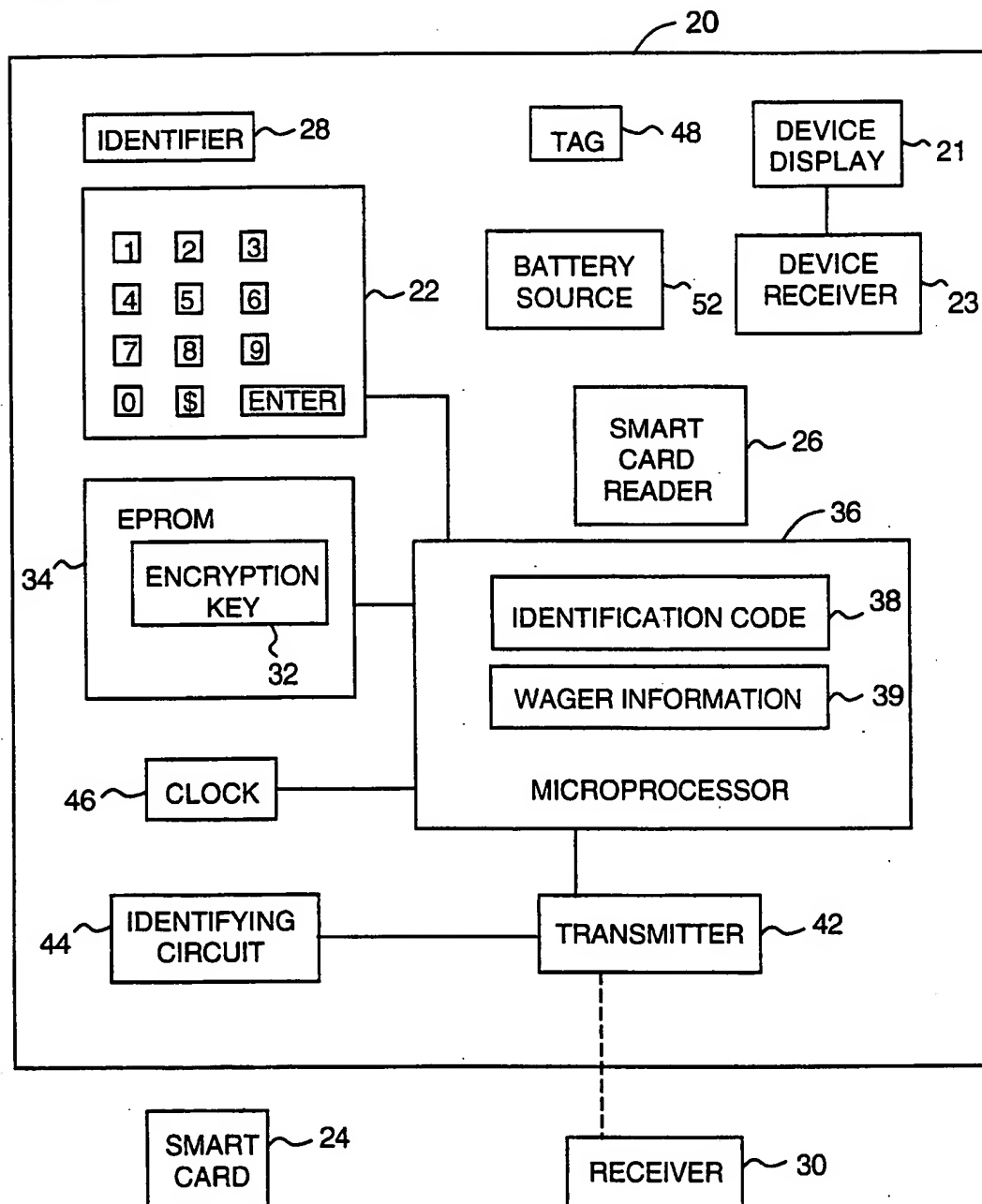
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FIG. 1



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FIG. 2



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FIG. 3

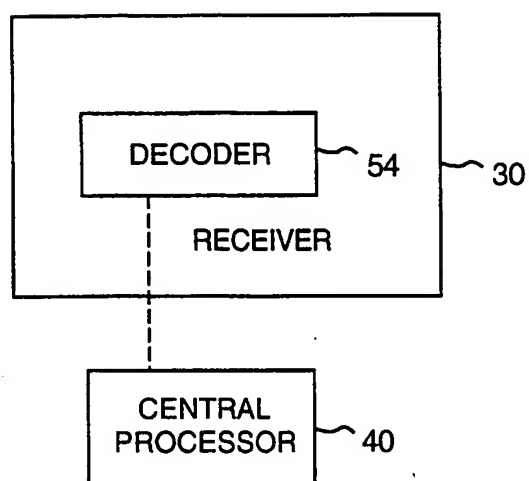
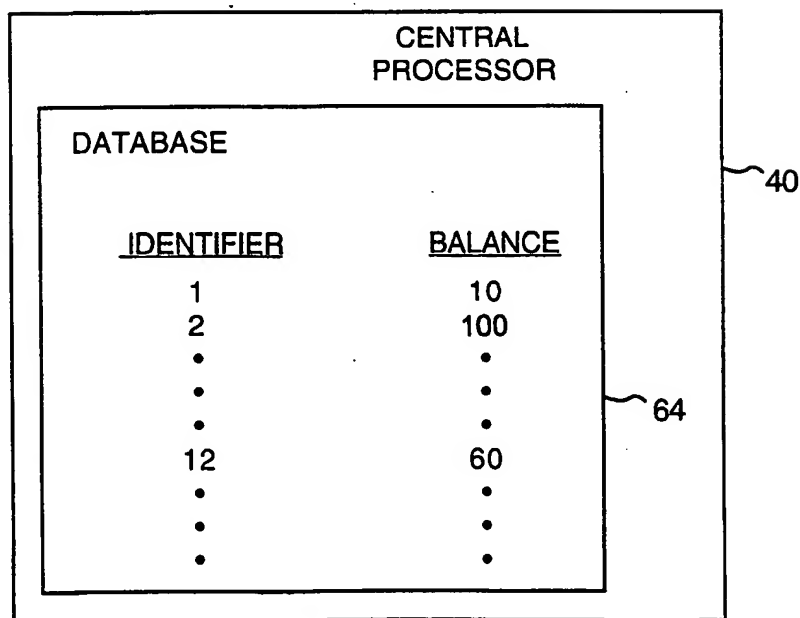


FIG. 4



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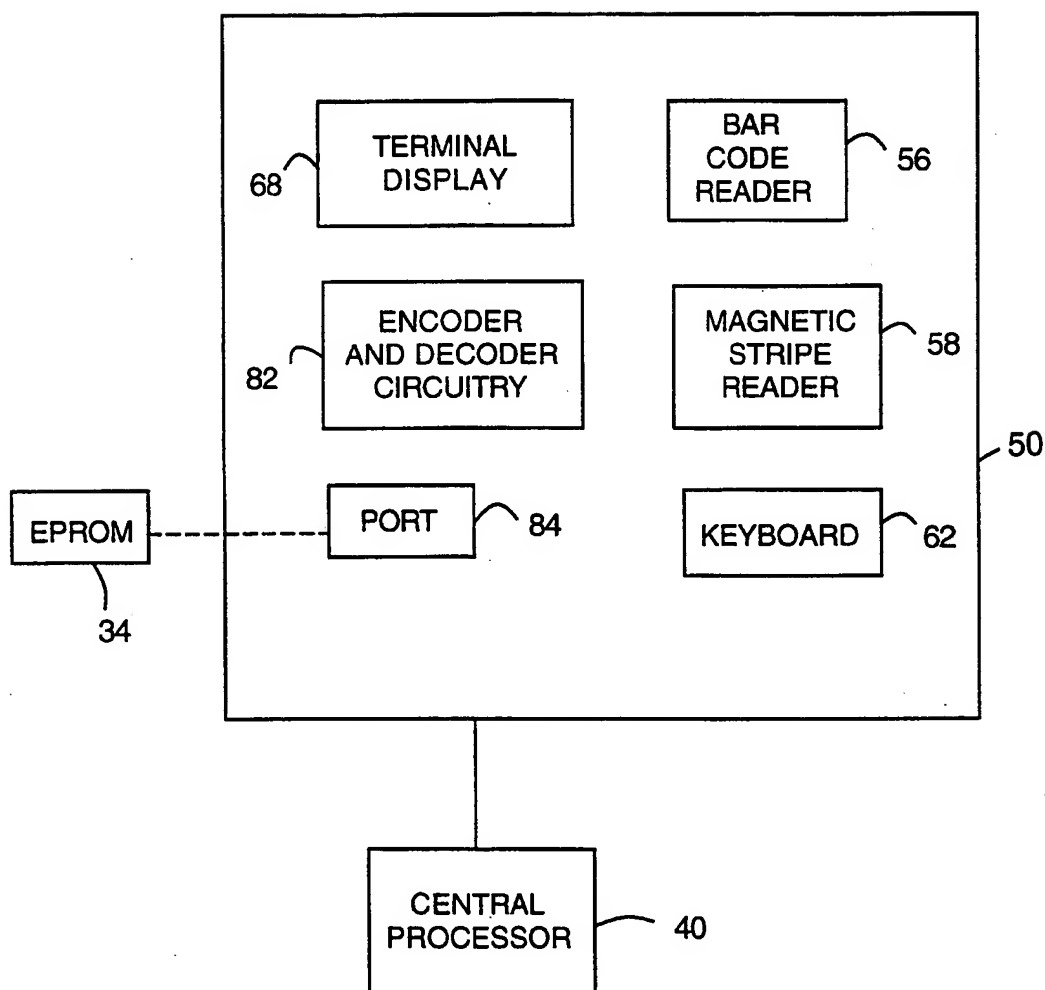
FIG. 5

<u>ENTITY</u>	<u>ACTION</u>	<u>IMPACT</u>
PLAYER	WIN GAME	CREDIT PLAYER'S ACCOUNT
PLAYER	PLACE WAGER	DEBIT PLAYER'S ACCOUNT
OFFICIAN	ACCEPT CASH FROM PLAYER	CREDIT PLAYER'S ACCOUNT
OFFICIAN	DISBURSE CASH TO PLAYER	DEBIT PLAYER'S ACCOUNT

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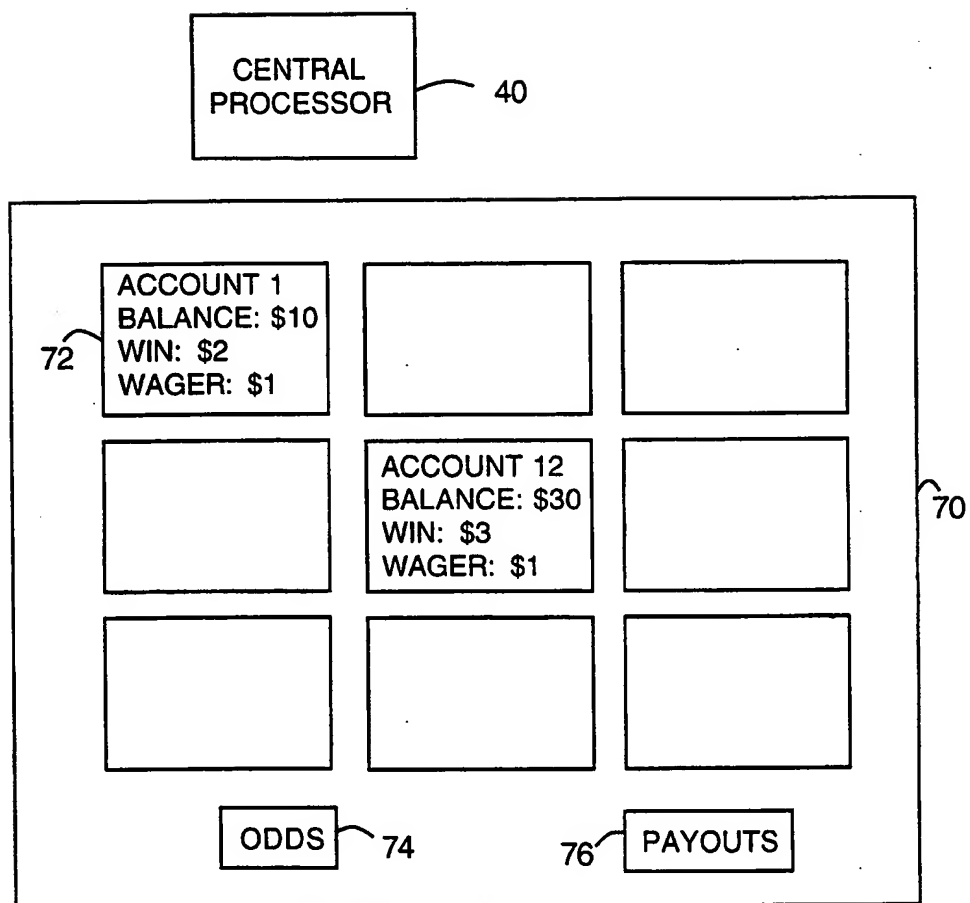
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FIG. 6



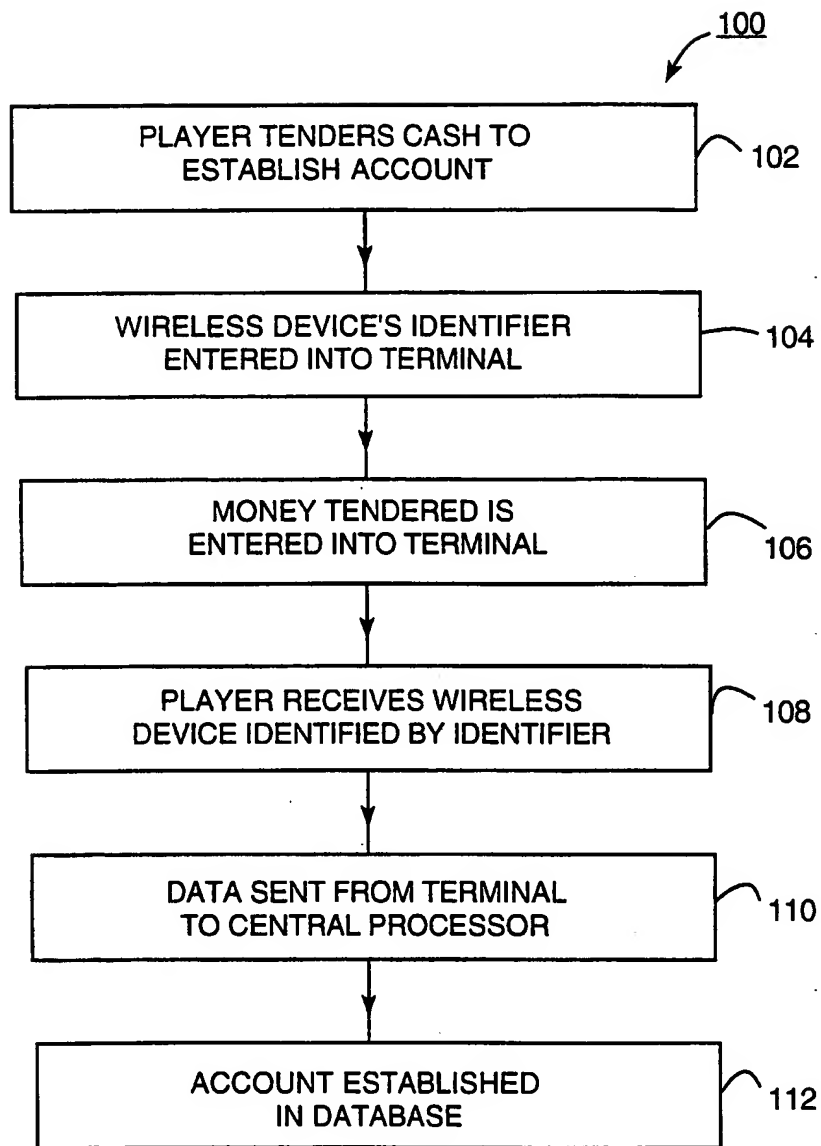
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FIG. 7

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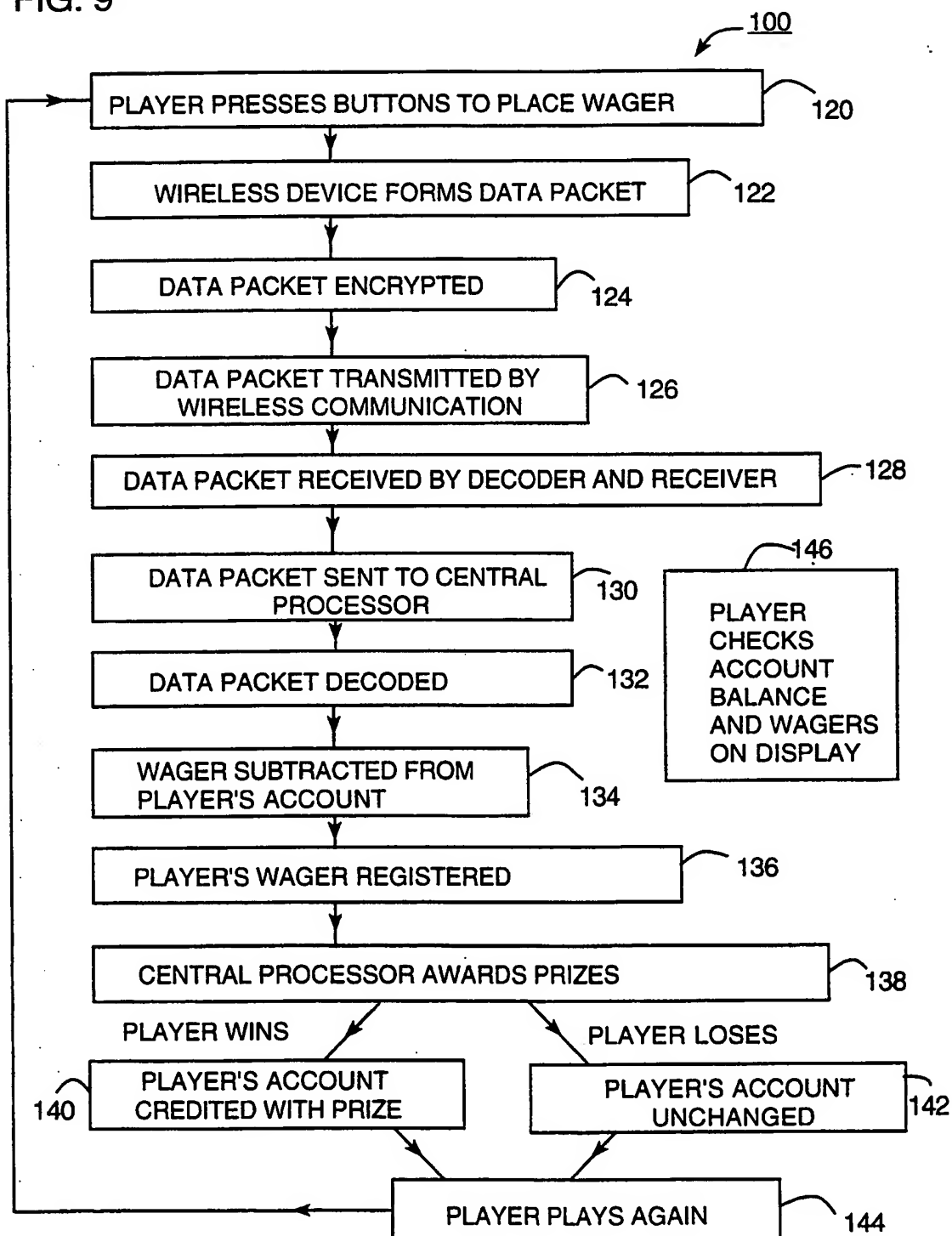
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FIG. 8



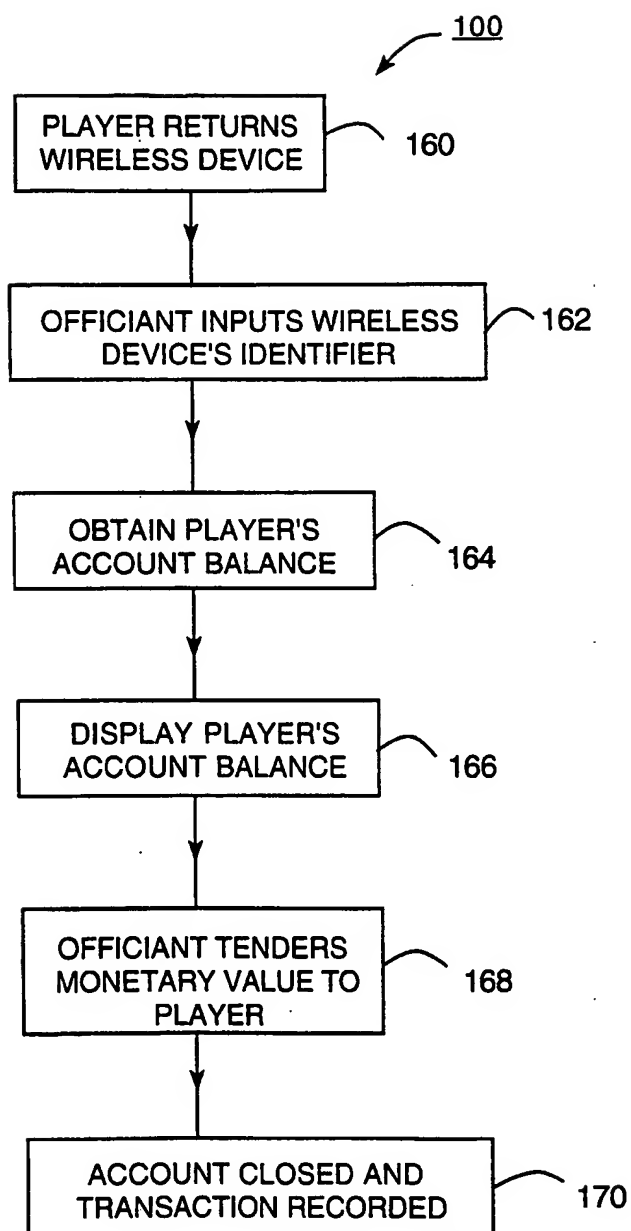
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FIG. 9

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FIG. 10

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## INTERNATIONAL SEARCH REPORT

International application No.  
PCT/US98/08009

<b>A. CLASSIFICATION OF SUBJECT MATTER</b>		
IPC(6) : A63F 9/24 US CL : 463/39, 12-13, 16, 25, 29, 40, 42; According to International Patent Classification (IPC) or to both national classification and IPC		
<b>B. FIELDS SEARCHED</b>		
Minimum documentation searched (classification system followed by classification symbols) U.S. : 463/39, 12-13, 16-20, 25, 29-30, 36, 40, 42; 273/139, 138.2, 143R, 148B, 292-293		
Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched none		
Electronic data base consulted during the international search (name of data base and, where practicable, search terms used) none		
<b>C. DOCUMENTS CONSIDERED TO BE RELEVANT</b>		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
Y	US 5,429,361 A (RAVEN et al) 04 July 1995, entire document.	1-41
Y	US 4,799,683 A (BRUNER, Jr.) 24 January 1989, entire document.	1-41
Y	US 5,276,312 A (MCCARTHY) 04 January 1994, 7:1-8:34.	9 and 31
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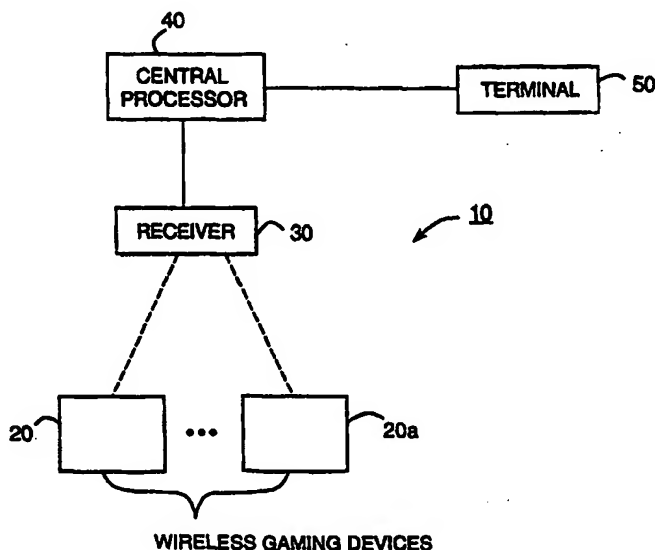




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<p>(21) International Application Number: PCT/US98/08009</p> <p>(22) International Filing Date: 20 April 1998 (20.04.98)</p> <p>(30) Priority Data: 08/844,794 22 April 1997 (22.04.97) US</p> <p>(71) Applicant: GAMESCAPE, INC. [US/US]; 2006 Nooseneck Hill Road, Coventry, RI 02816 (US).</p> <p>(72) Inventor: ANGELL, Robert, C.; 19 Parkside Drive, West Greenwich, RI 02817 (US).</p> <p>(74) Agents: WINCHESTER, Charles, C. et al.; Fish &amp; Richardson P.C., 225 Franklin Street, Boston, MA 02110-2804 (US).</p>	<p>(81) Designated States: AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CU, CZ, DE, DK, EE, ES, FI, GB, GE, GH, GM, GW, HU, ID, IL, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, UA, UG, UZ, VN, YU, ZW, ARIPO patent (GH, GM, KE, LS, MW, SD, SZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, ML, MR, NE, SN, TD, TG).</p> <p><b>Published</b> With international search report. Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.</p>	

(54) Title: WIRELESS INTERACTIVE GAMING SYSTEM



(57) Abstract

A system and method for playing a wagering game using a wireless gaming device (20) which includes an identification code (38), wager entry apparatus for entering a wager amount (22, 24) and a transmitter (42). A receiver (30) receives the identification code (38) and the wager amount transmitted by the transmitter (42) of the wireless gaming device (20). A processor (40) in communication with the receiver (30) establishes and stores a player's account corresponding to the identification code (38) and deducts the wager amount from the player's account based on the identification code (38). The system and method may include a terminal (50).

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